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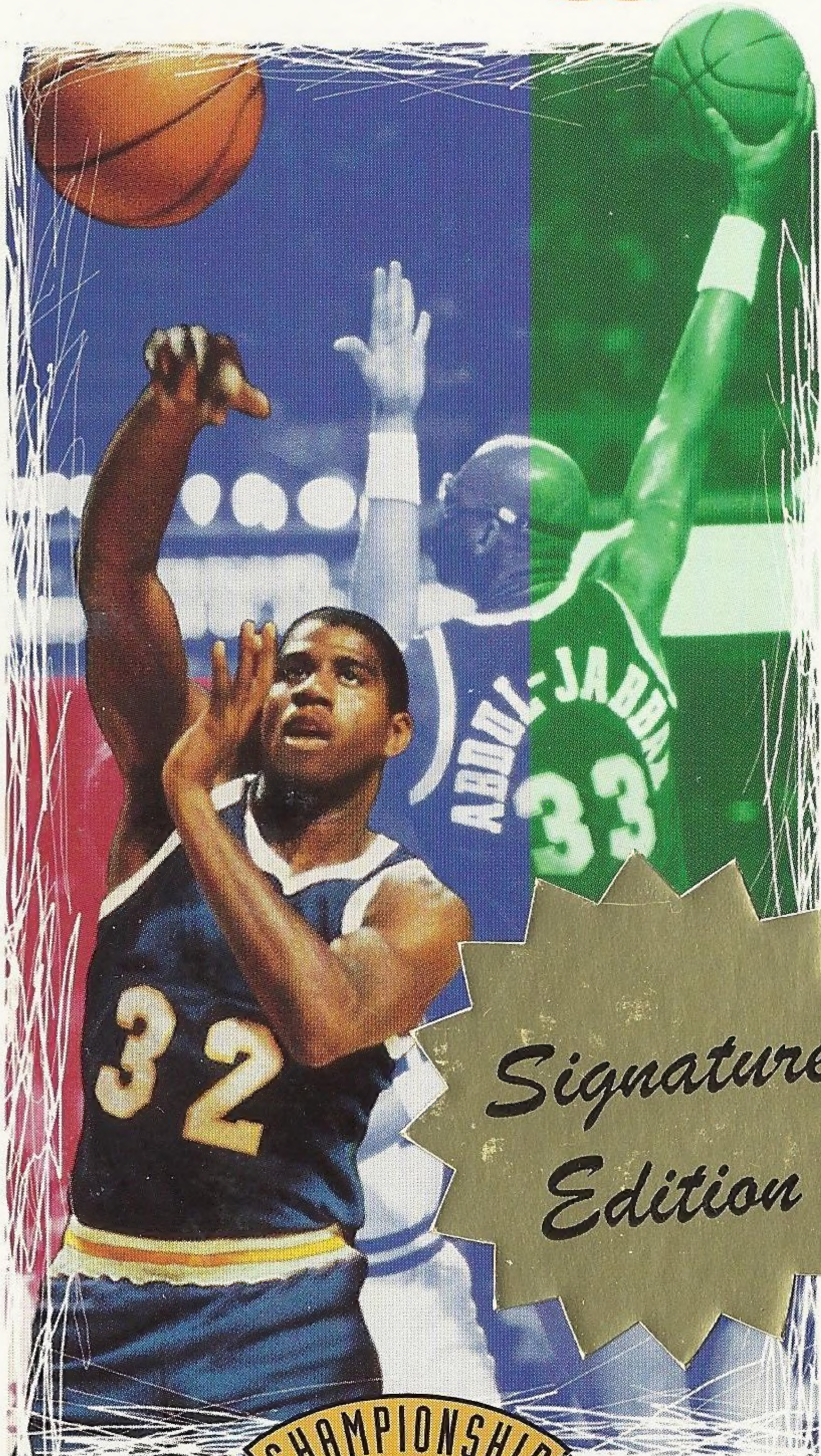
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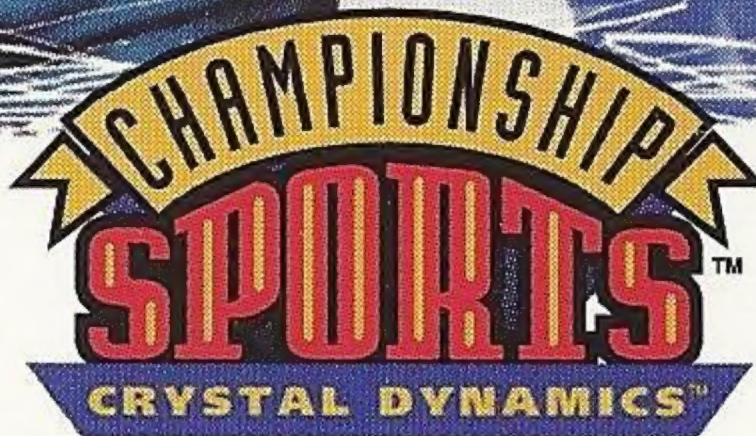
# SLAM IN JAM™

featuring  
**MAGIC & KAREEM**

'96



*Signature  
Edition*



LICENSED BY SEGA ENTERPRISES, LTD.  
FOR PLAY ON THE SEGA SATURN™ SYSTEM.

KIDS TO ADULTS



SEGA SATURN™

T-15902H



## **WARNING: READ BEFORE USING YOUR SEGA SATURN**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

## **PROJECTION TELEVISION WARNING**

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

## **SEGA SATURN VIDEO GAME USE**

This CD-ROM can only be used with the Sega Saturn. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphones and speakers.

This game is licensed by Sega for home play on the Sega Saturn only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws.

The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

## **HANDLING YOUR COMPACT DISC**

- ☐ The compact disc is intended for use exclusively on the Sega Saturn.
- ☐ Avoid bending the disc. Do not touch, smudge or scratch its surface.
- ☐ Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- ☐ Always store the disc in its protective case.

## **ESRB RATING**

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB ratings, or to comment about the appropriateness of the rating, please contact ESRB at 1-800-771-3772.



This official seal is your assurance that this product meets the highest quality standard of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA SATURN™ SYSTEM.



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## ADDITIONAL INFO

**For more SLAM 'N JAM '96™ game hints, call  
1-900-737-4SOS (4767)**

**\$0.85/minute – 18+ – Touch Tone Only**

**For tech support or warranty information, call 1-415-473-3434.**

**Presented by Crystal Dynamics of Menlo Park, California**



# SET-UP



## THE HOOK UP

1 Set up the Sega Saturn system, following the instructions in its hardware manual.

2 Plug in one or two game controllers.

*Note: Up to four players can play by connecting a Sega 6-Player Multi-Player Adapter and extra controllers before starting the game.*

3 Make sure the power is OFF before inserting or removing a CD.

4 Insert the SLAM 'N JAM '96 disc, label side up, into the CD tray. Close the disc cover.

5 Turn the system ON by pressing the console's Power button.

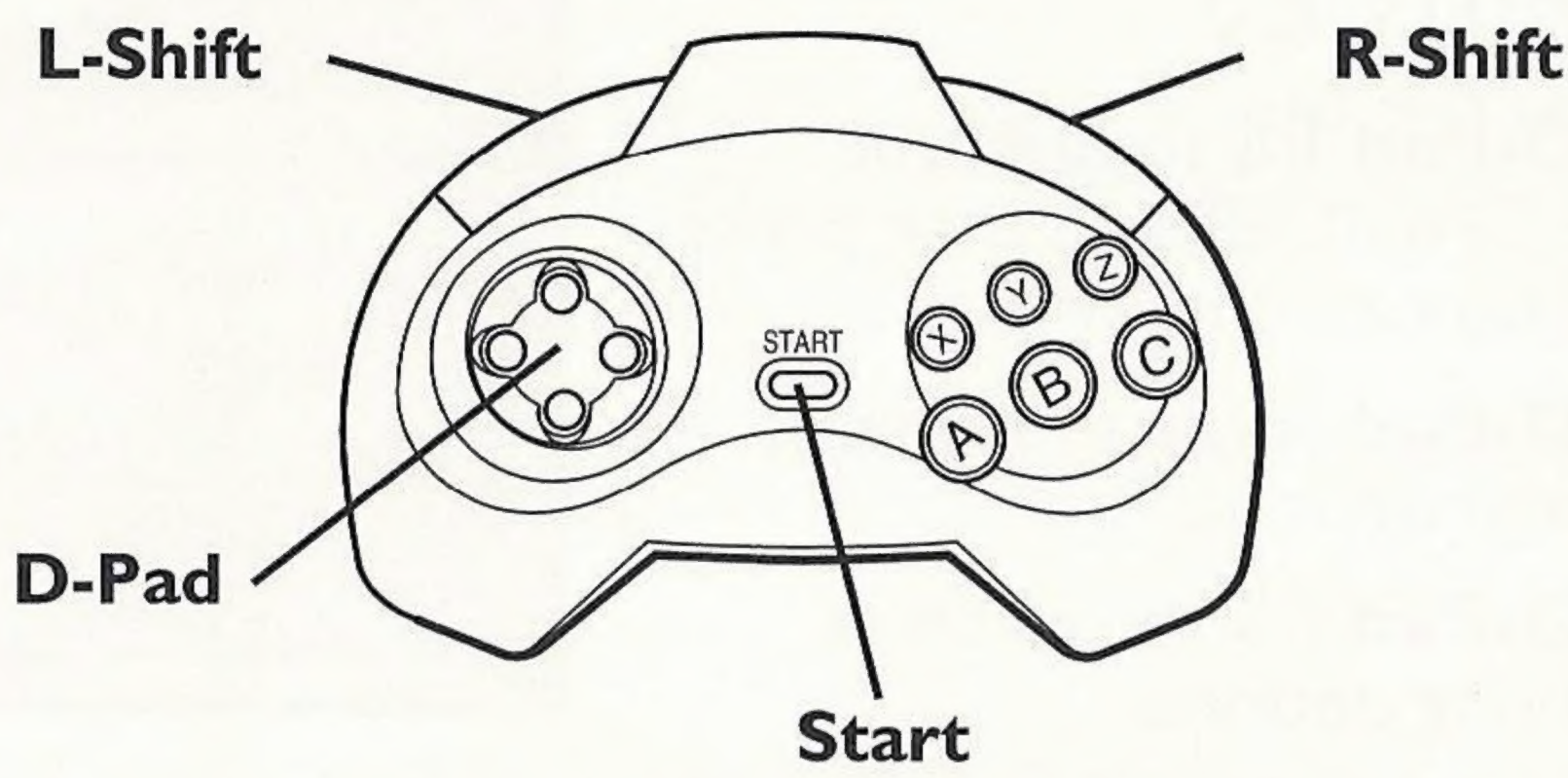
6 In a few moments, following a series of logos, SLAM 'N JAM '96 begins.

*Note: If nothing appears on screen, turn the Sega Saturn OFF. Make sure the system is set up correctly, then turn the unit ON.*

7 At the title screen or during the game demo, press **Start** on the controller to display the Main Menu.



# CONTROLS



## OFFENSE

- D-Pad** ..... Move player around court.  
Highlight player to receive a pass.
- A** ..... Shake defenders.
- B + D-Pad** ..... Pass to designated player.
- C** ..... Shoot.
- X** ..... Set picks/screen to create open shot.
- Z** ..... Isolate ball handler in open court.
- L-Shift or R-Shift** ..... Speed burst.
- L-Shift or R-Shift + C** ..... Attempt a dunk or special shot  
around the basket.
- Start** ..... Pause game to quit, call time out or  
access Instant Replay.

## DEFENSE

- A** ..... Attempt a steal from the ball handler.
- B** ..... Toggle through defensive players.
- C** ..... Block or rebound.
- L-Shift or R-Shift** ..... Speed burst.
- X** ..... Double team from left side.
- Z** ..... Double team from right side.
- Start** ..... Pause game to quit, call time out or  
access Instant Replay.



# MAIN MENU

## GAME CHOICES

- 1 Press **D-Pad** ↑↓ to highlight **GAME CHOICES**, and then press **C** or **Start** to confirm.
- 2 Press **D-Pad** ⇐⇒ to highlight additional options.
- 3 Press **D-Pad** ↑↓ to continue highlighting options.
- 4 Choose **CONTINUE** and press **C** or **Start** to confirm current settings, or choose **MAIN MENU** and press **C** or **Start** to exit.



## EXHIBITION GAME

Match your team against any opponent in a single game, as a warm-up to season play. Exhibition games do not affect season or playoff standings.

At the Main Menu, press **D-Pad** ↑↓ to choose **EXHIBITION GAME** (if not already highlighted), and press **C** or **Start**.

On the Exhibition Game menu, press **D-Pad** ↑↓ to highlight one of the following options:

### HOME TEAM

The Home team always wears white uniforms and starts the game protecting the near court.

- 1 Press **D-Pad** ⇐⇒ or tap **A** repeatedly to cycle through the different teams.
- 2 Press **B** to switch divisions.





- 3 Press **D-Pad** ↓ to highlight the Player option, and then press ⇐/⇒ to designate who controls the team. Choose PLAYER 1, 2, 3, 4 or COMPUTER, in MANUAL or FRANCHISE mode (see pg. 12).

*Note: Up to four players can play by connecting a Sega 6-Player Multi-Player Adapter and extra controllers before starting.*

## AWAY TEAM

Use the same steps as for HOME TEAM, designating a different controller in the Player option.

## QUARTER

Press **D-Pad** ⇐/⇒ to choose the length of each game quarter, in minutes. (Multiply the number by 4 for total game time.)

## MAIN MENU

Exit to the previous menu.

## CONTINUE

Press **C** or **Start** to advance to the Scouting Report. This screen shows the Home and Away team starters, statistics, and overall league ranking.

HGT – Height  
SHOOTS – Shooting %  
SPD – Court speed  
BH – Ball handling  
DEF – Defensive rating

SCOUTING REPORT			(RANK IN LEAGUE)		
SHOOTING - INSIDE	5TH				
SHOOTING - OUTSIDE	22ND				
SPEED	3RD				
BALL HANDLING	8TH				
DEFENSE	3RD		OVERALL	7TH	
STARTERS					
			HGT	SHOOTS	SPD BH DEF
F	11	JEROME TRACY	6'11"	76-73	66 68 61
F	40	TONY KNOTT	6'8"	82-51	76 55 86
C	44	JESSE BICKFORD	6'8"	74-38	68 57 71
G	13	ADRIAN BLATT	6'4"	71-76	80 66 75
G	20	PETER PENDE	6'6"	78-54	86 77 75
CONTINUE			QUIT GAME		
HOME - SEATTLE					

To substitute players:

- 1 Highlight STARTERS and press **C** or **Start** to display the Substitution screen.
- 2 Press **D-Pad** ↑↓ to highlight the player to be replaced.
- 3 Press **D-Pad** ⇐/⇒ to highlight the substitute player.
- 4 Press **C** to make the switch.
- 5 Highlight CONTINUE and press **C** or **Start** to exit to the Scouting Report screen.
- 6 Press **C** or **Start** to begin play.



## NEW SEASON

Set up and play a full or short season with any team against a friend or the computer. (The season calendar and player stats can be saved after each game. See pg. 15.)



- 1 At the Main Menu, choose **NEW SEASON**, and press **C** or **Start**.
- 2 Press **D-Pad**  $\uparrow\downarrow$  to highlight **SEASON**, and then press  $\Leftarrow/\Rightarrow$  to choose the season length:
  - FULL SEASON – 82 games
  - EACH TEAM TWICE – 56 games
  - EACH TEAM ONCE – 28 games
  - HALF THE TEAMS – 13 or 14 games
- 3 Choose **TEAM**, **QUARTER**, **MAIN MENU** and **CONTINUE** options (see “Exhibition Game,” pg. 4-5).

*Note: Once you start a new season, you will have the option to save it. See pg. 15 for instructions.*

## CONTINUE SEASON

Play the next game in the currently saved season. Statistics and season standings are affected by game play.

- 1 At the Main Menu, choose **CONTINUE SEASON**, and press **C** or **Start**.
- 2 On the Continue Season screen, highlight **LOAD SEASON** and press **C** or **Start**.
- 3 On the Load Season screen, highlight **LOAD**, and press **C** or **Start** to load the saved season and exit to the previous screen. (Choose **DON'T LOAD** to exit and ignore the load.)



After choosing CONTINUE, you can make these choices:

## SIMULATE

Simulate a game without actually playing it. Highlight YES and press **C** or **Start**. The computer simulates the game and immediately displays the results.

## CONTROLS

Press **C** or **Start** to display the screen for choosing Player options (see "Exhibition Game," p. 5).

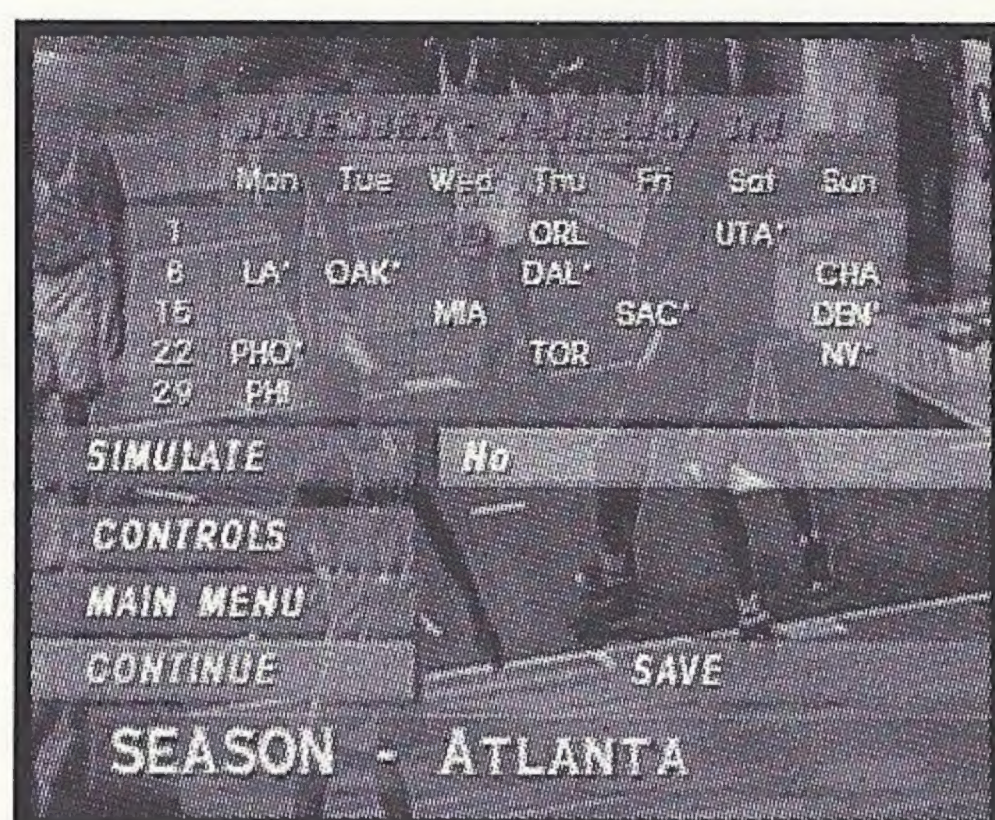
## MAIN MENU

Exit to the Main Menu.

## CONTINUE

Press **C** or **Start** to begin play. If simulating a game, you'll advance to the next scheduled opponent on the season calendar.

*Note: Once you continue a season, you will have the option to save it. See pg. 15 for instructions.*



## NEW PLAYOFFS

Pick a team and play until you take home the championship. You play only post season matches.

At the Main Menu, choose NEW PLAYOFFS, and press **C** or **Start**.

*Note: If you select NEW PLAYOFF and have an existing season saved, you will be prompted to cancel the season in progress.*



On the New Playoffs screen, make the following selections:

## QUALIFIERS

Press **D-Pad**  $\Leftarrow/\Rightarrow$  to choose one option:

**LAST SEASON:** Use the last season played.

**RANDOM:** The computer selects random teams for the playoffs.

## TEAM

Same as in Exhibition Game.



## SERIES

Press **D-Pad**  $\Leftarrow/\Rightarrow$  to choose one option:

**STANDARD:** The winner of 5 out of 7 games advances.

**SHORT:** The winner of 2 out of 3 games advances.

**KNOCKOUT:** The first team to win advances.

## QUARTER

Same as in Exhibition Game.

## MAIN MENU

Exit to the Main Menu.

## CONTINUE

Press **C** or **Start** to begin play.

*Note: Once you begin new playoffs, you will have the option to save.  
See pg. 15 for instructions.*

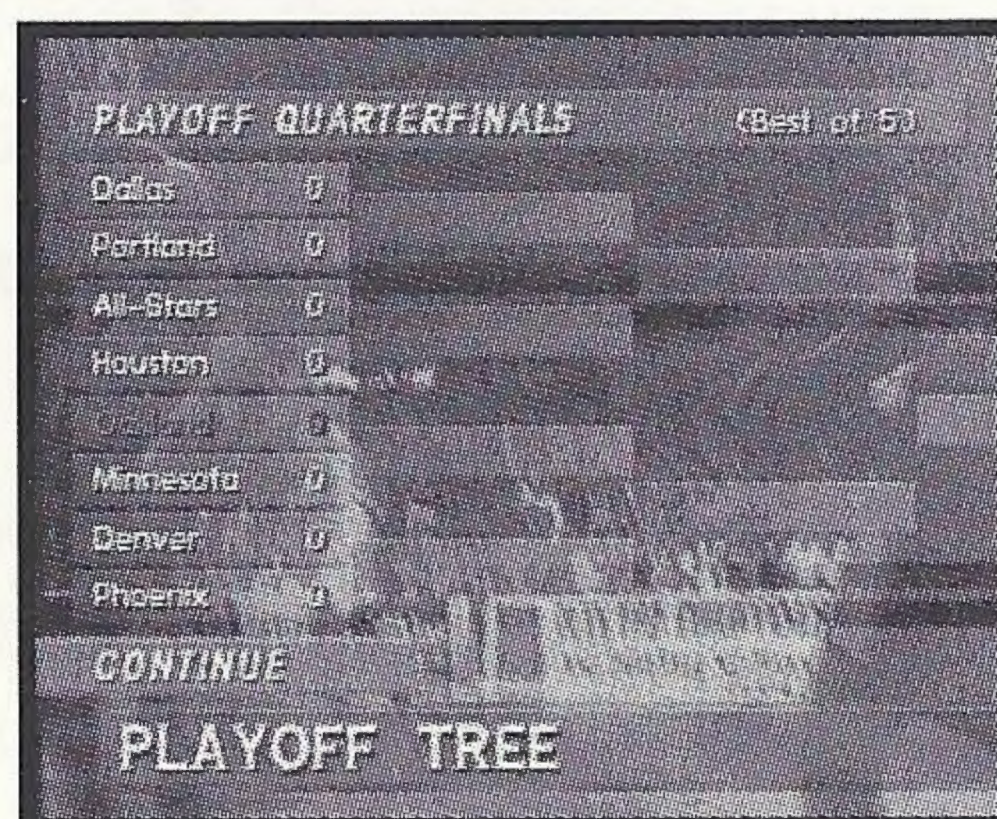
## CONTINUE PLAYOFFS

Play the next game in the current playoff or a saved playoff series.

- 1 At the Main Menu, choose **CONTINUE PLAYOFFS** and press **C** or **Start**.
- 2 On the Continue Playoffs screen, highlight **LOAD PLAYOFFS** and press **C** or **Start**.
- 3 On the Load Playoffs screen, highlight **LOAD**, and press **C** or **Start** to load the saved playoffs and exit to the previous screen. (Choose **DON'T LOAD** to exit and ignore the load.)

After choosing **CONTINUE**, you'll view the Playoff Tree, which shows your bracket, upcoming opponents, and current playoff win-loss record.

*Note: Once you continue playoffs, you will have the option to save.  
See pg. 15 for instructions.*





# STATISTICS

View the current season standings and league statistics, saved after every season or playoff game.

- 1 At the Main Menu, choose **STATISTICS**, and press **C** or **Start**.
- 2 The screen shows the latest statistics in the currently loaded Season or Playoff mode. The display includes League and/or Season standings, plus the Top 10 season leaders in all categories.
- 3 Press **A** or **B** to cycle through the categories.

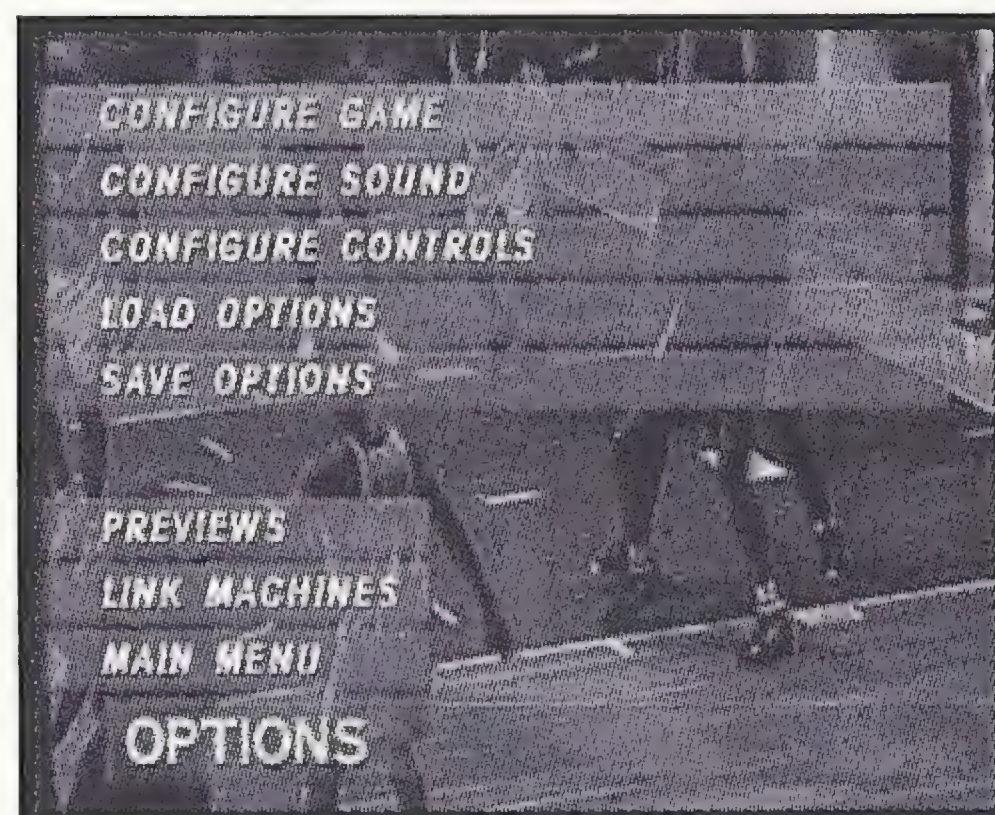


PACIFIC	W	L	Pct	GB
SACRAMENTO	3	1	.750	1
LOS ANGELES	3	1	.750	1
PORTLAND	2	2	.500	2
SEATTLE	2	2	.500	2
PHOENIX	1	3	.250	3
OAKLAND	0	3	.000	3.5

CONTINUE  
SEASON STANDINGS

# OPTIONS

- 1 At the Main Menu, choose **OPTIONS** and press **C** or **Start**.
- 2 Press **D-Pad**  $\uparrow\downarrow$  to choose items, and press **C** or **Start** to display submenus.
- 3 Press **D-Pad**  $\Leftarrow/\Rightarrow$  to change the setting of highlighted options, and press **C** or **Start** to exit.
- 4 Choose **CONTINUE** and press **C** or **Start** to exit.



## CONFIGURE GAME

**DIFFICULTY:** Choose the computer player's difficulty level.

**BOUNDARIES:** OFF allows players to step out of bounds without a penalty. ON penalizes players who step out of bounds.

**FOULS:** Choose the level of referee intervention.

**FATIGUE:** OFF prevents player fatigue. ON-MANUAL lets you control when to substitute fatigued players. ON-AUTO assigns the computer to substitute players as they become fatigued.

**SWITCH ENDS:** ON means teams will switch ends at half-time. OFF prevents it.



## **CONFIGURE SOUND**

**MUSIC, SFX & COMMENTARY:** Press **D-Pad**  $\Leftarrow/\Rightarrow$  to set the volume levels, or turn the features OFF.

## **CONFIGURE CONTROLS**

Highlight each action and press a controller button to assign it. Each button can have only one function. You can reconfigure up to four separate controllers, for up to four players (see pg. 5). Press **Start** to exit.

## **LOAD OPTIONS**

Restore previously set options by highlighting LOAD, and pressing **C** or **Start**. (Choose DON'T LOAD to exit and ignore the load.)

## **SAVE OPTIONS**

Save the current options by highlighting SAVE, and pressing **C** or **Start**. (Choose DON'T SAVE to exit and ignore the save.)

## **PREVIEWS**

Enjoy previews of Crystal Dynamics' rockin' product lineup.

## **MAIN MENU**

Exit to the Main Menu.



# ON THE FLOOR

## PLAYERS

### PLAYER DESIGNATIONS

Each player is recognized by position. Shooting skill is reflected in player designations.

- **Centers**, the tallest players, block and shoot well inside the paint.
- **Power forwards** are big and strong enough to dominate a game.
- **Guards** are the best ball handlers.
- Forwards and guards shoot better from the perimeter than centers do.



### PLAYER SKILLS

Each player's skill levels are measured in statistical percentages. 100% equals the highest possible skill level.

### PLAYER DESIGNATIONS

<b>G</b>	Guard
<b>PG</b>	Point Guard
<b>F</b>	Forward
<b>PF</b>	Power Forward
<b>C</b>	Center

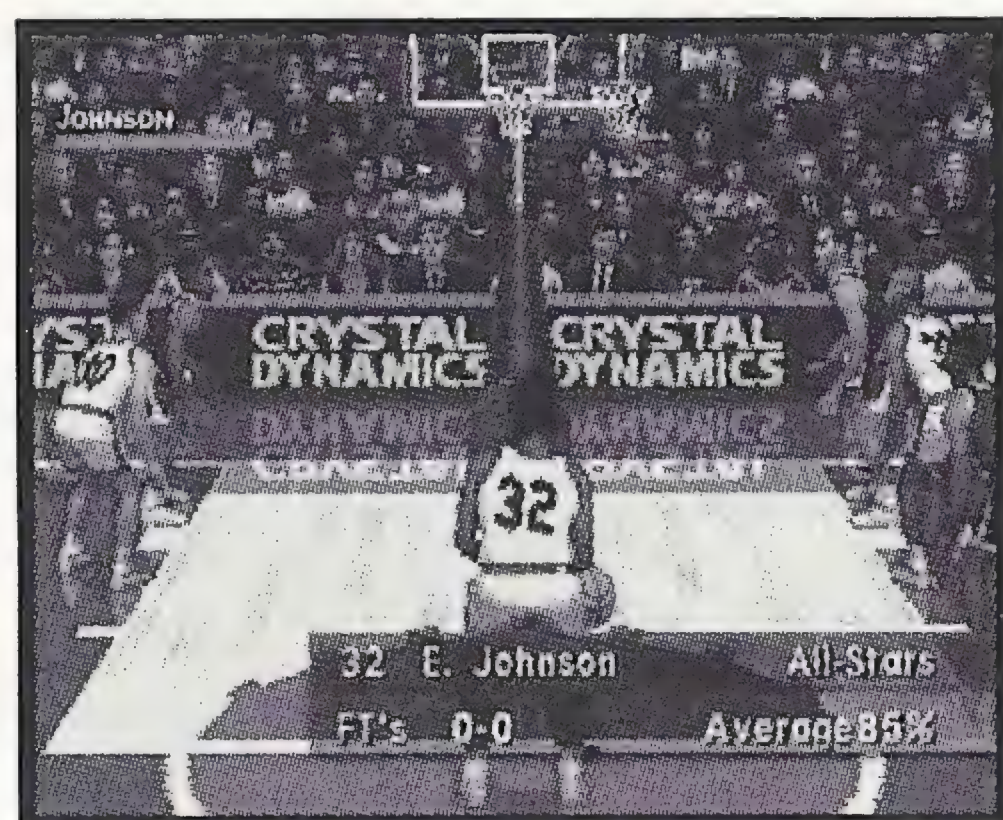
### PLAYER STAMINA

When **FATIGUE** is on, a player's performance is measured by his stamina (**STAM**) as shown on the statistics screen. 100% **STAM** equals a player at his peak performance level. As the **STAM** % decreases, the player's performance decreases as well. Benched players will recover their **STAM**, so substitute wisely.

## FREE THROWS

During free throws, you'll see two baskets: one stationary and one moving left to right. To shoot, press and hold **C**, and release when both baskets align.

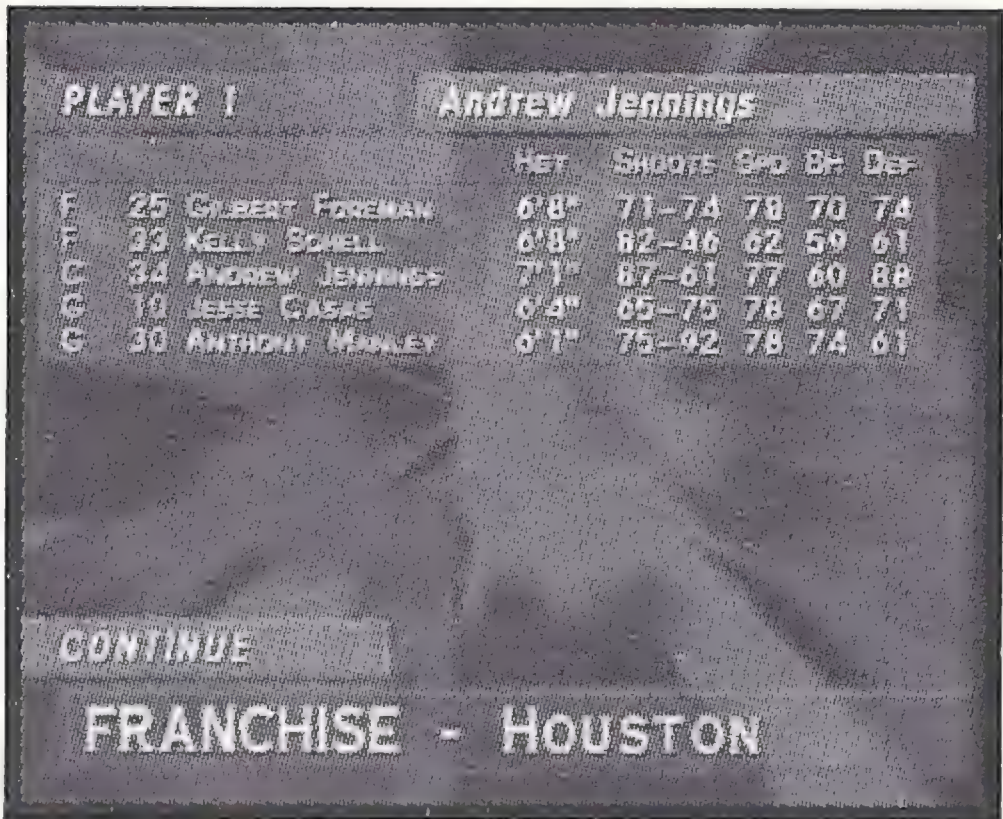
*Hint: The basket moves slower for good shooters and faster for weaker shooters.*





# FRANCHISE VS. MANUAL

FRANCHISE mode lets you play as a premier player for a quarter, a half, or the whole game. You can select your favorite player in any position. You designate FRANCHISE or MANUAL mode with the Player option (pg. 5) before a game starts.



## FRANCHISE

You always control the same man on offense and defense. Press **B** to pass, then press it again to call the ball back. You can change the player you control mid-game if you have the ball. Press **Start** for a timeout, and then choose FRANCHISE.

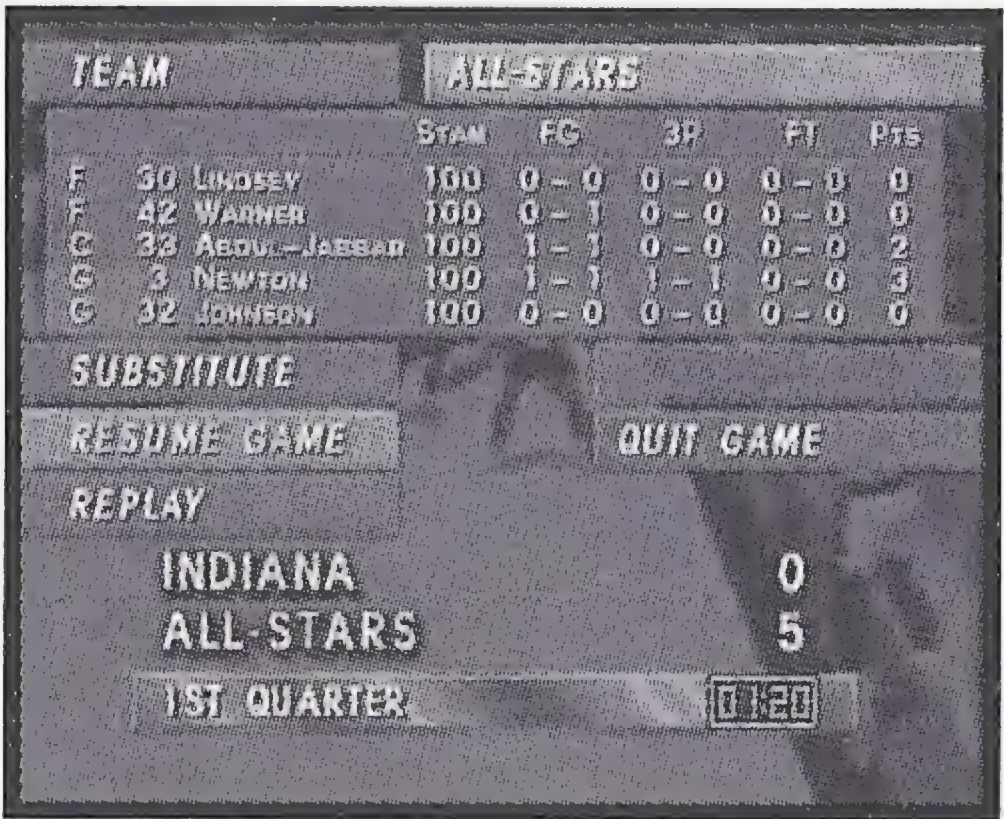
## MANUAL

On offense, you always control the player with the ball. On defense, you control the player indicated by your team arrow. Press **B** to switch control to different players on defense.

# PAUSING THE GAME

Press **Start** to take a break from the action. At the Pause screen, you can choose to RESUME GAME, view a REPLAY or QUIT GAME.

When you have possession of the ball, pausing also lets you call a TIMEOUT for additional options.



# TIMEOUTS

Only the player on offense can call a timeout.

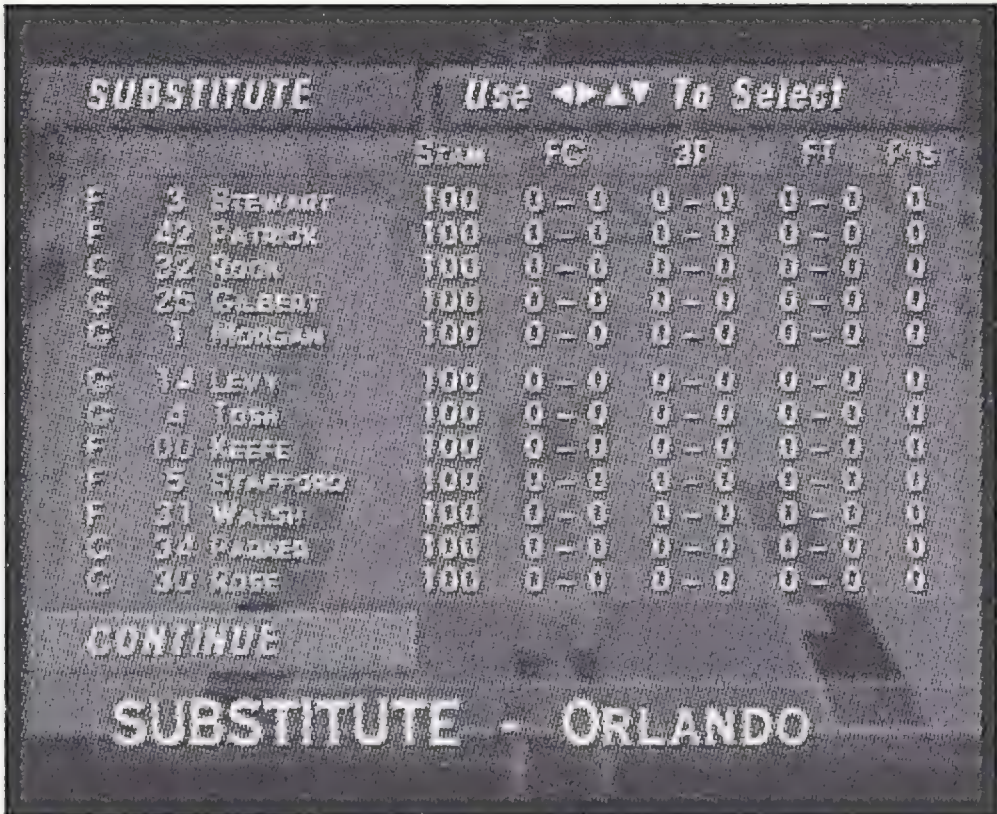
Each team has seven timeouts per game. You can call a timeout in order to substitute players, change a Franchise player, or attempt to break the opposing team's hot streak.

- 1 Press **Start** when your team has possession to pause the game.
- 2 Choose TIMEOUT, and press **C** or **Start**. You now have the additional options to SUBSTITUTE players and change your FRANCHISE player (Franchise Mode only).
- 3 Make your selection and press **C** or **Start**.



# SUBSTITUTIONS

- 1 When you have the ball, press **Start** to pause the game.
- 2 Choose **TIMEOUT** and press **C** or **Start**, and then choose **SUBSTITUTE** and press **C** or **Start**.
- 3 Tap **A** or **B** to view player stats.
- 4 Press **D-Pad**  $\uparrow\downarrow$  to highlight the player on the floor, who will be replaced.
- 5 Press **D-Pad**  $\Leftarrow/\Rightarrow$  to choose a rested player, ready to go in.
- 6 Press **C** to make the switch.
- 7 Choose **CONTINUE** and press **C** or **Start** to exit.



# INSTANT REPLAY

- Choose **REPLAY** on the Pause screen and press **C** or **Start**. Then use these controls:
- A:** Tap for frame rewind; hold for fast rewind.
  - B:** Tap for frame advance, hold for fast-forward.
  - C:** Replay at normal speed.
  - D-Pad:** Move the fast-break camera.
  - Start:** Exit to Pause menu. Choose **RESUME GAME** and press **C** or **Start** to return to the game.

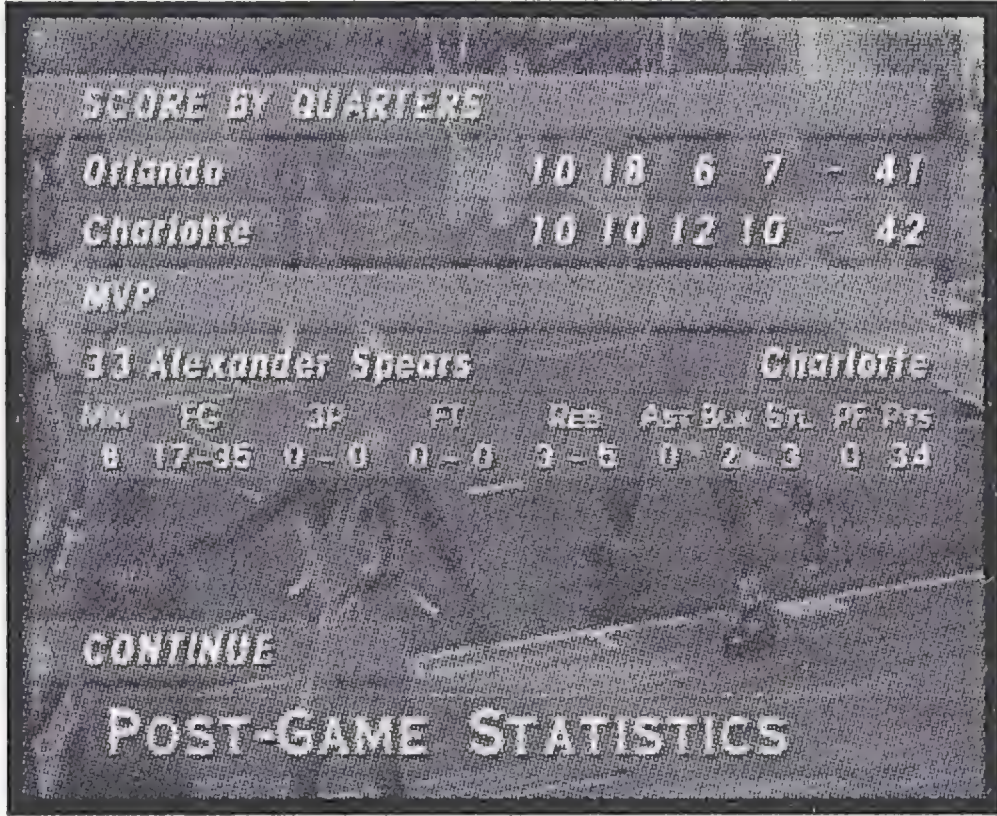
*Note: During play, press X, Y, Z at the same time for an instant replay.*

# STATISTICS

- Statistics appear at the end of every quarter. Press **D-Pad**  $\Leftarrow/\Rightarrow$  to view all stats for both teams.
- After a game, an MVP is selected based on the game stats.

## FOULS

Each player is allotted six personal fouls per game. After the sixth foul, a player is fouled out of the game. You must substitute this player when the Substitute screen appears.





# CALL PLAYS

## SET PICKS

On offense, press **X** to set a pick with your teammate, then move around him to lose the opponent. Hit the jump shot or drive to the basket.

## ISOLATION

On offense, press **Z** to clear teammates from the lane and go one-on-one against your defender.

## DOUBLE-TEAM

On defense, press **X** or **Z** to double-team from the left or right side, respectively.

# HOOP HINTS

- To dunk or execute special shots on offense, hold down **L-Shift** or **R-Shift** while pressing **C**.
- Tap **C** to pump-fake opponents.
- Press **A** to shake off defenders. Tap **A** while standing still to shove opponents to the floor, giving you the open shot.
- Alley-oop. An alley-oop occurs when the ball is passed to a wide-open player who is close or on his way to the basket.
- On defense, use your center to control the paint. Protect against easy drives to the hoop by blocking shots and moving bodies.



# SAVING & LOADING

## SAVING SEASONS & PLAYOFFS

You can save current seasons and playoffs to the Sega Saturn's internal memory or to a memory cart. The season calendar, current player stats and season standings are all saved with the game.

*Note: You cannot save Exhibition Games.*

- 1 After completing a season game, choose **SAVE SEASON** on the Season Calendar screen, and press **C** or **Start**. Or, after completing a playoff game, choose **SAVE** on the Playoff Match-Up screen, and press **C** or **Start**.
- 2 Highlight **SAVE** and press **C** or **Start** to save the game and exit to the previous screen. (Choose **DON'T SAVE** to exit and ignore the save.)

## LOADING SEASONS & PLAYOFFS

- 1 At the Main Menu, choose **CONTINUE SEASON** or **CONTINUE PLAYOFFS**, and press **C** or **Start**.
- 2 Choose the **LOAD . . .** option and press **C** or **Start**.
- 3 Highlight **LOAD** and press **C** or **Start** to load the saved season or playoffs and exit to the previous screen. (Choose **DON'T LOAD** to exit and ignore the load.)



# CREDITS

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**and the gentlemen of the Fuzzy House**

Assistant Producer **Alex Ness**



**PRODUCED BY ANDY TRAPANI & BILL MITCHELL**



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Crystal Dynamics warrants to the original purchaser of the computer software product, for a period of 90 days from the date of original purchase (the "Warranty Period"), that under normal use, the magnetic media and the user documentation are free from defects in materials and workmanship.

### **Warranty Claims**

To make a warranty claim under this limited warranty, please return the product to the point of purchase, accompanied by proof of purchase, your name, your return address and a statement of the defect. OR send the disc(s) to us at Crystal Dynamics, 64 Willow Place, Menlo Park, CA 94025-3691, within 90 days of purchase. Include a copy of the dated purchase receipt, your name, your return address and a statement of the defect. Crystal Dynamics or its authorized dealer will, at our option, repair or replace the product and return it to you (postage prepaid) or issue you with a credit equal to the purchase price.

To replace defective media after the 90-day warranty period has expired, send the original disc(s) to the Crystal Dynamics address given above. Enclose a statement of the defect, your name, your return address, and a check or money order for \$10.00.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the software product. For information, call Crystal Dynamics Customer Service at 1-415-473-3434.

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## **SLAM 'N JAM '96 SCHOLARSHIP PROGRAM**

On behalf of Magic Johnson, Kareem Abdul-Jabbar and Championship Sports, Crystal Dynamics has created the SLAM 'N JAM '96 Scholarship Program. Under this program, Crystal Dynamics will allocate a portion of its actual sales revenue from SLAM 'N JAM '96 to help fund full one-year scholarships to Magic's and Kareem's alma maters, Michigan State and UCLA, respectively. The recipients of the scholarships will be selected by Michigan State and UCLA at their discretion.



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TrueMotion is a trademark of The Duck Corporation.

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